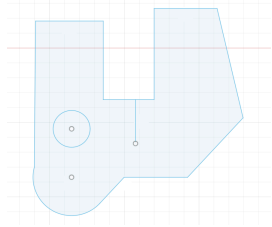
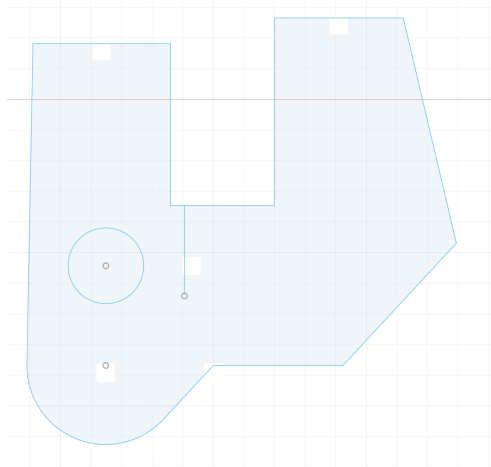


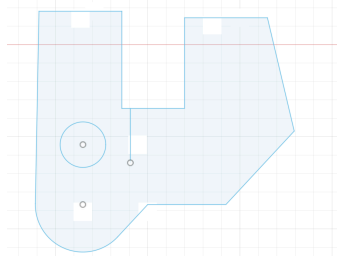
- Right clicking on any sketch entity will show you all relevant sketch constraints
- Select multiple sketch objects while holding the shift key followed by selecting the constraint → more efficient
- When sketching geometry, command key can be used to stop all automatic sketch constraints
- Horizontal/Vertical:
 - Forces a line to snap horizontally or vertically (whichever is closest)
- Coincident:



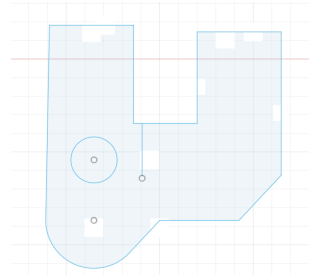
-
- Tangent:
 - Constrains a curve and another object so that they touch at a single point but never cross each other
 - Smooth transition between line and curve



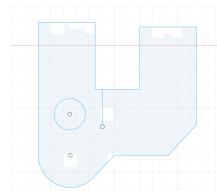
-
- Equal:
 - Two identities to be equal in size



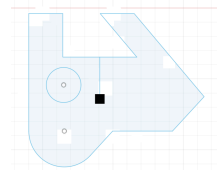
-
- Parallel:
 - Any two lines parallel to each other



-
- Good for diagonal lines
- Perpendicular
 - Forces lines to remain at a ninety degree angle to each other
 - Does not have to be used on lines that are touching



-
- Fix/Unfix:
 - Locks size and location of point or object
 - Best on line geometry or other stuff that is hard to fully constrain
- Midpoint:
 - Represented by a triangle
 - Forces the end of a line to the center point of another line or arc
- Concentric:
 - Helps force circles and arcs to share a common center point
- Collinear:
 - Forces two lines to share a single axis
 - Can be any angle
 - Order matters if lines aren't horizontal or vertical



-
- Symmetry:
 - Constrains two or more objects so they are symmetrical throughout the sketch
- Curvature:
 - Constrains two or more objects to create a smooth, continuous curvature between them
 - Line → fit point spline → curvature comb → curvature constraint

○

